

ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE

Game Manual

INTO THE

EAGLES NEST<sup>™</sup>



## **CONFIDENTIAL COMMUNIQUE**

**Date:** March 8, 1945

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9th Division

**Briefing:** Six key Nazi divisions are building up in your area. Their leaders are believed to be quartered in the Eagle's Nest, the castle the Nazis are using as a top secret fortress. Three allied saboteurs sent into the Eagle's Nest have failed to report back, but intelligence reports indicate that one of them was able to plant hidden explosives before being captured.

**Orders:** Infiltrate the Eagle's Nest. Rescue the prisoners before their resistance breaks. Destroy the Eagle's Nest with the hidden explosives. Save as many stolen art treasures as possible. Good Luck.

—END—

*That's your mission. So far, you've managed to smuggle yourself into the storage room of the Eagle's Nest. That was the easy part. But now you must confront an entire Nazi division with all the bravery and cunning you've got.*

## *System Requirements*

- Atari XE game system console or XE or XL computer
- Color television or color monitor
- Atari joystick

## *Getting Started*

1. With your XE game system turned off, insert the Eagle's Nest cartridge into the slot on the top of your console as explained in your Owner's Manual. Plug a joystick into controller port 1.
2. Turn on your television or monitor; then press **[Power]** to switch on your system. When the Eagle's Nest title screen appears, press **[Start]**.

# Behind Enemy Lines!

| Mission Number | Mission Name        | Orders  |
|----------------|---------------------|---|
| 1-3            | Rescue the Prisoner | Rescue one of the prisoners being held somewhere in the castle.           |
| 4              | Blow Up the Castle  | Blow up the castle by setting off the explosive detonators on all floors. |

3. Select a mission by moving the joystick handle up or down, or by pressing **[Select]**, until the mission number you want appears. Missions can be selected in any order.
4. Press **[Start]** or the joystick fire button to begin the game.
5. During play, pause a game by pressing **[Select]**; press it again to resume play. To begin a new game, press **[Start]** or **[Reset]**.

## *Playing the Game*

When the game begins, you have secretly crept into the ground-floor storage room of the castle. You're safe for the moment, but from the hallway you hear the pounding of Nazi footsteps. You're armed with 99 rounds of ammunition—hardly enough, you now realize. Luckily, the key that unlocks the storage-room door is within easy reach.

To complete your mission, you need to explore all four floors of the castle and set off the detonator on each. On the way, retrieve as many art treasures (pendants and jewels) as you can. If you are rescuing prisoners, you must lead them back to the storage room where you began. If you sustain 50 hits, you die and the game ends. To heal hits, find cold food or a first-aid kit.

To travel around a floor, move the joystick handle in the direction you want to go. To fire shots at the Nazis, open closed chests, or set off a detonator, press the joystick fire button. To retrieve keys, ammo, lift passes, first-aid kits, cold food, and art treasures, touch them or walk over them.

To move to another floor, you need to obtain a lift pass and walk up to the lift. When the Select Floor screen appears, use the joystick handle to move the arrow to the floor you want (basement,

ground, first, or second); then press the joystick fire button to move to the floor you selected.

Scrolling messages at the bottom of the screen guide you toward your next course of action. The status box at the side of the screen shows how many keys and rounds of ammo are in your possession, how many hits you've sustained, and your score.

## Dangers

**Warning:** The following objects are dangerous! Proceed with caution.



Nazi soldiers are very unhealthy. Shoot them before they shoot you.



Explosives require caution. Don't shoot these! If you do, everyone and everything explodes, and the game ends.



## Mission Aids

Look for these objects on every floor. Each one helps you complete your mission.



Keys unlock gray steel doors.



Pendants and jewels are the stolen art treasures you can reclaim.



Open chests may be empty or contain art treasures or explosives.



Closed chests can be opened by shooting them.



Lift passes are necessary to use the lift.



First-aid kits and cold food heal hits.



Ammo is necessary to fight the Nazis. You can carry a total of 99 rounds of ammo at a time.



Boulders block doorways. Shoot them to clear your way.



The explosive detonator must be set off on each floor in order to finish the game.

Use a key to open gray steel doors. Shoot yellow-orange wooden doors to open them. Lifts take you to another floor in the castle. You must have a lift pass in order to use a lift. File cabinets and desks provide cover or block your way, but they can't be destroyed or moved.

## Strategy

Always fire from a covered position.

Avoid surprises. Learn to anticipate when the Nazis are coming toward you so you can shoot them before they get near.

Shoot only at a known target. If you shoot an open chest containing explosives, you're done for.

Use your ammo and keys wisely. There's a limited supply of each.

Explore only as much of a floor as you need to. Once you've obtained what you need, move on.

Use the lifts only when you are certain you are done with the current floor. All open doors will be closed after you leave a floor.

Be careful with rescued prisoners. Their fatigue makes them move slowly, and they may get lost if you move too quickly. If a prisoner is too dazed and refuses to move, get him going again by firing a warning shot in his direction.

# Scoring

At the end of your mission, you will be proclaimed a hero and a list of the highest scores will appear along with the score you've just earned.

To enter your name by your score, move the joystick handle until the arrow appears under the character you want; then press the joystick button to select it. Select the left arrow to delete the character on the left, and select the blank space to enter a blank. Select a character or blank for all ten spaces in order to continue.

Points are awarded as follows:

|                     |                |
|---------------------|----------------|
| Pendant .....       | 4000 points    |
| Jewels.....         | 4000 points    |
| Nazi.....           | 100 points     |
| Cold food.....      | Heals 10 hits  |
| First-aid kit ..... | Heals all hits |

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